VAMPYR

FOR

20TH ANNIVERSARY EDITION

VAMPIRE

THE MASQUERADE

By ScribeLight

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All other bloodline and organizational logos/symbols were created by the author by cobbling together online clip art or are entirely original creations

Portions of the text herein are drawn directly from in-game Collectible documents found within the Vampyr game. At the same time, much of the information are extrapolations from the available information, and/or entirely originate from the imagination of the author, inspired by the in-game materials from Vampyr

Tabletop roleplaying rules are either sourced from or inspired by the rule set used in The 20th Anniversary Edition of Vampire: the Masquerade, and when rules are duplicative to existing rules from that work they have been explicity noted by the author

The contents herein assume a familiarity and understanding of how RPGs work, and as well require a copy of The 20th Anniversary Edition of Vampire: the Masquerade to make use of it as supplementary material as an alternate setting. This is NOT a full-fledged role-playing game.

As well, it decidedly helps to have already played through the 'Vampyr' computer role-playing game. While I hope my text on the various bloodlines and factions is informative, nothing beats actually experiencing the world of Vampyr for yourself. - ScribeLight

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Crimson & Darkness

Those so made as Vampires find themeselves as creatures of darkness and hunger. Accordingly, the abilities that can manifest in the undead generally revolve around the manipulation of shadows, and control over the matter of their very sustenance, blood.

Unlike *Vampire: the Masquerade* **the three bloodlines of the Vampyr setting do not all share a set of 'genetic' supernatural abilities unique to their individual lineage. They have all exhibited a suite of shared or 'Common Powers', and then specializing wholly in others - Aggressive and Defensive - as either a matter of choice or of natural inclination.**

Common Powers may be purchased and advanced at normal in-Clan freebie and experience point cost. And the specific Aggressive and Defensive Powers chosen at Character Creation as well count as a character's 'inborn abilities', and are advanced as though they were in-Clan for Experience Point purposes.

Example: *On the Character Sheet for her Skal Vampire under 'Disciplines', Sally writes down the Common Powers of* Blood Awareness, Mesmerism, *and* Shadow Leap. *For her Aggressive Power, Sally decides her Skal is quite bestial, and chooses* Claws. *For her Defensive Power, Sally knows her Skal would benefit from being as unseen as possible so she chooses* Shadow Veil.

This list of Powers makes up Sally's 'natural born' powers. Learning any additional Aggressive or Defensive powers will require the Mentor background, or another NPC or PC Vampire willing to share such knowledge. Such new powers will be treated as 'out-of-Clan' and cost the associated amount of Experience Points to purchase and advance.

Common Powers

Blood Awareness: The sweet, coppery nectar of blood. All undead need it; they all crave it. And as predators they are always on the lookout for it. Their senses have evolved to compensate for this hunger.

System: No roll is required to activate this power; the Vampire simply concentrates for a moment, and all of their senses will immediately come into focus, detecting the presence of beating hearts and pumping blood within any creature alive or undead in the vicinity as glowing orbs and veins. It also allows the Vampire to see any spilt blood; even the barest trace blossoms like a beacon. The one downside is that while in this mode of focused awareness, the Vampire can be vulnerable as other sights and sounds around them fade out and are dimmed (+2 difficulty on all Perception rolls).

However, if a Vampire's Blood Pool drops to 2 or lower, they become trapped in Blood Awareness as they desperately seek a source of nourishment.

Mesmerism: With this power, a vampire can verbally compel a person to action, to answer a question, or implant a false thought or hypnotic suggestion in the subject's subconscious mind. Both the Vampire and target must be free from distraction, since Mesmerism requires intense concentration and precise wording to be effective. The vampire may activate the imposed thought immediately or establish a stimulus that will trigger it later. The victim must be able to understand the vampire, though the two need only maintain eye contact for as long as it takes to implant the idea.

Mesmerism allows for anything from simple, precise directives (handing over an item) to complex, highly involved ones (taking notes of someone's habits and relaying that information at an appointed time). It cannot be used in order to plant illusions or false memories. A
subject can have only one suggestion implanted at any time.

System: The player rolls Manipulation + Leadership (difficulty equal to the target's current Willpower points). The number of successes determines how well the suggestion takes hold in the victim's subconscious. If the vampire scores one or two successes, the subject cannot be forced to do anything that seems strange to her (she might walk outside, but is unlikely to steal a car). At three or four successes, the command is effective unless following it endangers the subject. At five successes or greater, the vampire can implant nearly any sort of command. If a target is another Vampire, Mesmerism only works if the target is of equal or higher Generation to the user. They are otherwise immune.

No matter how strong the Vampire's will, his command cannot force the subject to harm herself directly or defy her innate Nature. So, while a vampire who scored five successes could make a 98-pound weakling attack a 300-pound bouncer, he could not make the mortal shoot herself in the head.

If a vampire tries to Mesmerize a subject before the target fulfills a previously implanted directive, compare the successes rolled to those gained during the implanting of the first suggestion. Whichever roll had the greater number of successes is the command that now governs in the target's behavior; the other suggestion is wiped clean. If the successes rolled are equal, the newer command supplants the old one.

Shadow Leap: All Vampiric bloodlines have an inherent connection to shadows and darkness, and are able to traverse distances in the blink of an eye by transforming their bodies into pure silhouette and relocating themselves on a midnight wind.

System: No roll is needed to use this power. A Vampire merely needs to concentrate for one round, and they can effectively teleport themsleves within a range of 5 feet for every permanent point of Stamina they possess. One round of rest in required between Leaps.

A Vampire can only Leap in a straight line. One cannot Leap through solid objects. One can only Leap to a location within their line of sight, and they must be able to see their destination. When Leaping, a Vampire becomes semi-tangible, and can thus disturb or damage loose objects that rest within their path of travel.

Aggressive Powers

Unlike Common Powers, Aggressive Powers have levels of advancement, and after two levels each branches off into a specialized Path. Once a Path is chosen, it cannot be reversed; you cannot have more than one Path per Aggressive Power.

Bloodspear: With this power, a Vampire concentrates a portion of their own blood to form a ranged projectile, that issues forth from their hand, striking a target with

devastating effect. Further refinement of this power makes it either even more deadly, or allows for multiple projectiles to be created. A minimum of two rounds must pass between uses of this power.

System: The Vampire spends 2 Blood Points and rolls Dexterity + Athletics.

* On a succesful hit the Spear inflicts 2 levels of Lethal Damage which can be soaked normally.

* * The Spear now inflicts 3 levels of Lethal Damage which can be soaked normally.

Path A:
* * * The Spear now inflicts 4 levels of Lethal Damage which can be soaked normally.

* * * * The Spear now inflicts 5 levels of Lethal Damage which can be soaked normally.

* * * * * The Spear now inflicts 6 levels of Lethal Damage which can be soaked normally.

Path B:
* * * A maximum of three Spears can now be created, each able to strike a different target. Each spear seeks out an individual living creature; a single target cannot be struck by all three spears. Each spear inflicts 2 levels of Lethal Damage which can be soaked normally.

* * * * The Spears now inflict 3 levels of Lethal Damage which can be soaked normally

* * * * * The Spears now inflict 4 levels of Lethal Damage which can be soaked normally.

Claws: The vampire's nails transform into long, bestial claws forged in blood. These talons are wickedly sharp, able to rend flesh and bone with ease, making them fearsome weapons even against other immortals, granted they do not have a Blood Barrier at the ready.

System: Spend 2 Blood Points. The claws grow from the Vampire's hands which takes a single turn to complete, and they last for a scene or until dismissed.

* The character attacks normally in combat, but the Claws inflict Strength + 1 Lethal Damage which cannot be soaked normally

* * The Claws now inflict Strength + 2 Lethal Damage which cannot be soaked normally

Path A:
* * * A successful strike with the Claws as well absorbs 1 Blood Point from the target and adds it to the Vampire's own Blood Pool

* * * * The Vampire now absorbs 2 Blood Points from the target and adds them to their own Blood Pool

* * * * * The Vampire now absorbs 3 Blood Points from the target and adds them to their own Blood Pool

Path B:
* * * A successful strike with the Claws as well temporarily reduces the target's Willpower score by 1 point for the duration of combat

* * * * The target's Willpower score is temporarily reduced by 2 points

* * * * * The target's Willpower score is temporarily reduced by 3 points

Shadow Mist: Pulling strength from the very darkness, a Vampire can manifest shadows into a weapon to beleaguer and beguile his enemies, and with more advanced practice can even drain the very life from them through the shades of night.

System: The player spends 2 Blood Points and rolls Manipulation + Occult, difficulty 8. On success, the Vampire can affect an area six feet in diameter within their line of sight and at a range of 25 feet, so long as the area possesses shadows of some kind nearby. A shadowy mist appears on the ground at the selected area. Any living thing within the diameter of the mist is subect to the effects described below, depending on the level/path rating of the power. Any use of this power operates as a single attack action, and 2 rounds must pass before it may be employed again.

* The target(s) within the mist are knocked prone unless they succeed in a Dexterity + Athletics roll difficulty 9. Knocked down or not, the target(s) take two levels of Lethal Damage from the Mist which can be soaked normally.

* * As with the first rank of this power, except now the target(s) take three levels of Lethal Damage which can be soaked normally.

Path A:
* * * As with the first rank of this power, except now the target(s) take four levels of Lethal Damage which can be

soaked normally.

* * * * As with the first rank of this power, except now the target(s) take five levels of Lethal Damage which can be soaked normally.

* * * * * As with the first rank of this power, except now the target(s) take six levels of Lethal Damage which can be soaked normally

Path B: The power changes into a stationary whirlwind of darkness twelve feet across that no longer knocks the target(s) prone, and inflicts less damage to those trapped within, but but now drains their blood and transfers it to the Vampire. The whirlwind remains active for two rounds, after which it takes two rounds before it can be used again.

* * * Target(s) within the whirlwind take one level of Lethal Damage and lose 2 blood points for every round

they remain inside the whirlwind. The Lethal Damage can be soaked normally, the blood loss can only be mitigated by an active Blood Barrier.

* * * * As with the previous level, except the target(s) now lose 3 blood points per round within the whirlwind.

* * * * * As with the previous level, except the target(s) now lose 4 blood points per round within the whirlwind.

Defensive Powers

Unlike Common Powers, Defensive Powers have levels of advancement, and after two levels each branches off into a specialized Path. Once a Path is chosen, it cannot be reversed; you cannot have more than one Path per Defensive Power.

Blood Barrier: The Vampire can manifest a swirling thread of their own blood that spirals about their body, and which can absorb even the most deadly of blows.

System: Player spends 2 Blood Points and rolls Stamina + Survival, difficulty 8. On success the Vampire gains a set number of automatic successes to soak *all damage* from any successful attack on their person.

* The Blood Barrier lasts for two rounds, and nullifies all damage from a single attack before dissipating.

* * The Blood Barrier last for two rounds, and nullifies all damage from a maximum of two attacks before dissipating.

Path A:

* * * As with the previous level, save that once the Blood Barrier nullifies its final attack, it explodes outward, dealing two levels of Lethal Damage to anyone within a 6 foot radius which can be soaked normally.

* * * * As with the previous level save that the explosion now deals three levels of Lethal Damage to anyone within a 6 foot radius which can be soaked normally.

* * * * * As with the previous level save that the explosion now deals four levels of Lethal Damage to anyone within a 6 foot radius which can be soaked normally.

Path B:

* * * The Blood barrier last for two rounds, and nullifies the damage from a maximum of three attacks.

* * * * The Blood Barrier lasts three rounds, and nullifies the damage from a maximum of three attacks.

* * * * * The Blood Barrier lasts four rounds, and nullifies the damage from a maximum of three attacks.

Coagulation: The Vampire can impose his will upon the blood of others to such a degree that they can seize and tighten a living creature's muscles and veins to such a degree as to paralyze them, and perhaps even draw their blood into the Vampire's own body.

System: The Player selects a single target within their line of sight and no more than 20 feet away. The Player rolls Manipulation + Medicine difficulty 8. The target may attempt to resist once per round by spending a Willpower point and making an opposed roll of Strength + Athletics difficulty 8. At least one full round must pass between attempts to use Coagulation on an individual target, and only one target may be affected at a time. On success the target experiences the effects described per the level of the power the Vampire possesses.

* The target's body seizes-up, unable to move for one full round.

* * The target is now unable to move for two full rounds.

Path A:

* * * The target is now unable to move for three full rounds.

* * * * The target is now unable to move for four full rounds.

* * * * * The target is now unable to move for five full rounds.

Path B:
* * * The target is unable to move for two full rounds and additionally loses 2 Blood Points which is drawn from the target, through the air, and absorbed into the Vampire's Blood Pool.

* * * * As the previous level, except 3 Blood Points are transferred.

* * * * * As before, except 4 Blood Points are transferred.

Shadow Veil: The Vampire's mastery over darkness allows them to alter their visible form into one of shades and shadow; a nearly translucent anomaly that becomes effectively invisible in low light and darkness, and otherwise a bewildering illusion in normal light. Their movements as well become muffled, and nearly silent.

System: No roll is necessary to use this power unless the character speaks, attacks, or otherwise draws attention to himself. The Storyteller should call for a Wits +
Stealth roll under any circumstances that might cause the character to reveal himself. The difficulty of the roll depends on the situation; stepping on a squeaky floorboard might be a 5, while walking through a pool of water may require a 9. Other acts may require a certain number of successes; speaking quietly without giving away one's position, for instance, demands at least three successes. Upon success, the vampire, all her clothing, and objects that could fit into a pocket are concealed.

Some things are beyond the power of Shadow Veil to conceal. Although the character is cloaked from view while he smashes through a window, yells out, or throws someone across the room, the vampire becomes visible to all in the aftermath of such a vulgar interaction.

* The Vampire spends 1 Blood Point and becomes a living shadow. This form can be maintained indefinitely while standing still and making no overt actions. When moving, the Vampire can maintain the Veil for one full minute or one full combat round per dot of permanent Stamina, whichever is applicable. Two minutes or two rounds must pass before the power can be activated again.

* * As with the first level, except the rest time between activations reduces to one minute or one combat round, whichever is applicable.

Path A:
* * * The Vampire gains a deadly advantage when performing an ambush while using Shadow Veil, gaining 1 additional attack die.

* * * * The Vampire gains 2 additional attack dice when performing an ambush

* * * * * The Vampire gain 3 additional attack dice when performing an ambush.

Path B:
* * * When moving, tha Vampire can now maintain Shadow Veil for two minutes or two combat rounds per dot of permanent Stamina, whichever is applicable. As well, the Vampire can now perform any *Shadow Leap* maneuver without breaking Shadow Veil.

* * * * As with the previous level, except the Vampire can can now maintain Shadow Veil for three minutes or three combat rounds per dot of permanent Stamina, whichever is applicable.

* * * * * As with the third level, except the Vampire can can now maintain Shadow Veil for four minutes or four combat rounds per dot of permanent Stamina, whichever is applicable.

Author's Notes

Autophagy: This power was not included or described in this adaptation, as the process for healing bashing, lethal and aggravated damage through the use of Blood Points is already well-established in the V20 rule set, and would be entirely redundant as a separate ability.

Mesmerism: The text for this power is almost entirely copied from the V20 rules for *Dominate 2: Mesmerize*, as they function nearly identically.

Claws: I did not adapt the damage done by Claws into Aggravated Damage, as their V20 counterpart 'Feral Claws' inflict, primarily because in Vampyr - save for Blood Barrier - there is no equivalent mitigation along the lines of Fortitude to help balance that threat. I opted instead to make the damage from the Claws unsoakable to at least make the threat of them more dire than a simple blade.

Bloodlines

While the true origin of the undead in the world of Vampyr is an ages-long topic of debate among scholars of the occult and the vampires themselves, the ultimate results of whatever common ancestor the immortals possess are self-evident. As of the early 20th Century, only a handful of variations of Vampire are confirmed to exist and have been, by one concern or another, studied and documented with some intensity. While other varient breeds are rumored to inhabit other, more far-flung corners of the world, they remain elusive and effectively mythological.

The British Empire, and so far as is known the whole of Western Europe, is home to three of these distinct bloodlines: The Ekon, The Skal, and the Vulkod. Though they all share a supernatural longevity, a dependance upon blood to sustain themselves, and several fantastic abilities of mind and movement, most other mechanical similarities end there.

What follows are summary profiles of each bloodline in the Vampyr setting; their documented histories, proclivities, weaknesses and advantages as derived from the Vampyr CRPG. Unlike the 'Clans' of *Vampire: the Masquerade*, the bloodlines of Vampyr may share a common sense of understanding or preference for one's own breed but there are no wholly unifying histories, philosophies, or agendas that would cause or require two members of the same bloodline to hesitate towards mutual conflict, or force them into being inherent allies. Rather, the bloodlines of Vampyr are better imagined as representing a class or caste system in a social sense, and from there each individual is effectively left up to their own devices, and is responsible for their own fate. Individual vampie groups may value things like lineage and wealth, while others may not give such things any mid at all. The bloodlines of Vampyr, though limited in present number, are as diverse a population of individuals as the mortals they prey upon.

Unless noted otherwise via a bloodline's Weaknesses and Advantages, standard character creation rules for a Vampire PC from The 20th Anniversary Edition of Vampire: the Masquerade apply when using the following bloodline profiles.

Ekon

Ekons are the most fertile of the blood drinkers, closest to the traditional Vampire figure. Unlike most vampires, Ekons are still able to feel human emotion. Some of them even appear to show benevolence to humanity... but they are the exception. - Dr. Johnathan Reid

It is no coincidence that Ekons are the most eminent and most numerous of all vampires. Ekons are the true aristocracy of immortals and they are the only ones able to stay at the top of the food chain.

Almost to a one, Ekons work to assume mortal lives or form an immortal society of one kind or another. Ekons are the most human, most clever and most educated of all vampires. And most importantly, unlike the pitious Skals or the beastial Vulkod, Ekons possess the most important trait of all: the ability to mingle with mortals without being detected as anything other than one of their own.

Of all Vampires, Ekons have the strongest connection to their Makers, which - depending on the relationship, one to another - can either be a blessing or a dire curse. Ekon do not create progengy haphazardly, for to do so would be to one's eternal shame and loss of standing. Thus each new born Ekon, whether they know it or not, is a carefully selected piece of a much grander design.

With their appearance and bearing still very much in line with their formal mortal lives, Ekons enjoy a strong psychological connection to their sense of humanity that the other bloodlines do not. As a result, Ekons have a natural affinity for manipulating the minds of mortals.

Appearance: Blending-in is the greatest survival advantage the Ekon possess. Consequently they can appear in any state or guise as any other mortal one might imagine. This luxury, however, can over the decades lend itself to either paranoia or narcissism; either way, being overly attentive to one's appearance does see many older Ekon possessing a mild to severe form of obsessive-compulsive disorder when it comes to their personal presentation and grooming.

Background: Ekon are almost uniformly chosen by their Makers after long deliberation, and due to the target porgeny possessing some element that best serves the Maker's larger plans or desires. Thus a potential Ekon almost always represents the pinnacle of a particular vocation, skill, or artistry that sets them apart from the rest of mortal society.

Character Creation: The Ekon generally value Social and Mental attributes, as well as

Skills and Knowledges. While it is not impossible for an Ekon to be chosen on the basis of their martial prowess, many Elder Ekon see that utility satisfied by making use of the Vulkod as bodyguards and watchdogs. Thus, Physical Attributes and Talents are usually a secondary consideration, at best.

Weakness: Bound By Blood
All Ekon have an inextricable connection to their Maker; one that imparts a Maker great powers of manipulation over their progeny, and instills a reflexive deference in progeny to their Maker.

All Ekon begin play with their Maker alive. What condition or what location their Maker is in, and how close a relationship they have one to another, is up to the Player and the Storyteller to decide. Regardless, the knowledge of one's Maker judging, if not outright overseeing their progeny's activities is ever-present.

Depending on the Maker's age and whatever abilities the Storyteller wishes to impart, contact between the two might be conventional or supernatural. But whatever the case, if a Maker should make a request or demand of their progeny that the progeny wishes to resist fulfilling, they must make a Courage roll (difficulty the Maker's Charisma + Intimidation to a maximum of 10). Success allows the Ekon to avoid fulfilling the command for one scene or one hour, whichever is longer. This same test must be made if the Ekon knows their Maker is in danger, and they wish to resist the urge to assist them. Failure on the roll at any time means the Ekon immediately works to please or rescue their Maker, whatever the cost.

Advantage: Mortal Sensibilities
With their social acumen and connection to humanity bolstered from retaining their mortal facade, the difficulty on any Mesmerism roll in which they are attempting to manipulate a human is reduced by 2. This benefit does not apply to supernatual creatures, where the standard difficulty still applies.

Organization: Save for perhaps those who share a Maker or lineage of Makers, Ekon rarely see each other as

kin, and thus each Ekon's plans and priorities within a given territory are of their own concern...up to a point. Ekon are also pragmatic, and understand the need for mutual defense and the grudging diplomacy necessary to exist within a shared geography. As a result Ekon almost inevitably form social clubs and alliances of one sort or another to maintain order; both amongst themselves and the human forces that could easily threaten their immortality.

Stereotypes

Brotherhood of St. Paul's Stole
A curious, if not amusing little collective of scientists and seekers. They fancy themselves as symbiotes to our existence; chroniclers, researchers and hopeful allies. They can often be useful tools, but always keep them at arms length. Their collective knowledge of us could easily lead to our destruction. Never give them the whole story.

The Guard of Priwen
Butchers, the lot of them. There may have been nobility to them once, and perhaps still in certain key leaders, but the rest are a mob of zealots and thugs thirsting only to satisfy their faith and paranoia by collecting our fangs for trophies. Thankfully, their zeal is interpreted as madness by most mortals, but do not doubt the danger they pose. Undermine their efforts when you can, but elsewise give them a wide berth.

The Skal
Pathetic if not pitious wretches. One strains between wanting to purge them fully from the earth or extend them some modicum of mercy for the lot they have been dealt. It remains opaque as to what leads to these vermin; whether a bloodline unto themselves, or the product of a reckless, shunned Embrace by a fellow Ekon. The most reasoned course is to discover a Skal's Maker, and then destroy them both.

The Vulkod
A blunt instrument for the dirtiest deeds. While indeed useful soldiers in ages past, their bestial nature and inevitable degradation into inhuman monstrocity makes it all the more likely that, as we move into the future, the entire line will need to be purged. For all of our sakes.

Skal

A Skal often seems to be the victim of a vampire attack who miraculously survived death and came back as a crooked version of its maker. According to many observations made by our order throughout the centuries, Skals are generally despised and killed by vampires, who consider them lesser and despicable creatures.
- Usher Talltree, Primate of St. Paul's Stole

Twisted and reviled, the Skal are regarded as little more than a blight upon Vampiric society; a burden to be relegated to the fringes of civilization at best, or exterminated outright at worst.

Yet in recent times, the Skal have begun to edge their way out of total antipathy from their Vampiric cousins by leveraging their skillss as spies and information gatherers; anything to make themselves useful and stave-off a quick final death for simply existing. A rare few Skal have even risen to the point of being allowed membership in Ekon social clubs.

Despite their monstrous forms, the Skal possess perhaps the greatest potential for compassion amongst all Vampires. While their transformation can certainly lead them to madness and self-destruction, the stripping away of all worldly pretense can as well create a crucible where a most powerful empathy can be forged.

But such lofty heights of self-awareness, if gained at all, come at the price of maintaining one's existence as a perpetual pariah among predators. 'Skal' translates to 'Slave', and whether to blood or to their Ekon and Vulkod betters, the prospects for these shunned skulkers are often left in the hands of whomever they can serve best.

Appearance: While it is the 'lucky' Skal who can seem practically human in polite company with a certain amout of preparation, all Skal appear diseased in some fashion: open sores; jaundiced or graying pallors; skin rashes that never go away; deformed facial features or appendages are just a few possibilities.

As many Skals make shelter in the dank and dirt of the urban landscape, clothing choices are more a consideration of function over form: often tattered rags stolen from the homeless or the dead make up Skal 'fashion'.

Background: Skals can come from nearly any walk of life. They are unfortunates; accidents. The result of an embrace gone horribly wrong, or the collateral damage of a careless Vampire. A Skal can be the rejected or abandoned progeny of an Ekon, or the result of another Skal having fed without finesse. What precisely causes someone embraced to degenerate into a Skal if their Maker was an Ekon is unclear; an anomaly of the blood? Or perhaps a Maker's rejection imparted on the progengy as a kind of curse?

Character Creation: Given the fearsome appearance and almost inevitably being forced into the fringes of society, Skals very much

favor Survival and Stealth, and tend to natural rely on their Physical prowess to survive on the streets, as well as beneath them.
Unsurprisingly, Social attributes are a distant priority for the Skal, and most develop a facility with the Shadow Veil power as a matter of necessity.

Weakness: Eternal Blight
All Skal are capped at Appearance 1, and cannot raise that rating any further with Freebies or Experience.

Additionally, though Skal possess the barest in human features with which to interact with others, their overall presence and physicality is perpetually disturbing. All Skall suffer a +2 difficulty to all social rolls involving Appearance.

However, a Skal may temporarily add a single dot of Appearance with a successful Wits + Crafts roll (difficulty 8) as the Skal uses whatever makeup or other materials they have on hand to conceal the worst of their physical abberations. This temporary dot does not, however, mitigate the +2 difficulty of Appearance based rolls. This temporary point of Appearance lasts for one hour per success on the Wits + Crafts roll, or until circumstances ruin the Skal's efforts at concealment.

Advantage: The Hidden
With the inherent necessity of concealing themselves from mortals, and after much practice moving around in the dark away from prying eyes, Skal have an advanced mastery at at both moving through and interacting with the world via the art of concealment. The difficulty on any Stealth roll by a Skal is reduced by 2.

Organization: Of all the bloodlines, the Skal are in the unique circumstance of seeing one another (beyond any other personal conflicts) as allies in a common struggle, first and foremost. Being the targets of both disdain and murderous intent from their Vampiric brethren - let alone the human forces aligned agsinst them - Skal almost uniformly band together for mutual protection in groups known as 'Cauldrons'.

This banding together, however does

not mean the Skal of a given Cauldron are without conflict. Intricate and complex hierarchies and pecking orders manifest themselves over time. Leadership may center on a single powerful or clever individual, or may come from a council of trusted elders.

Industrious Cauldrons have begun creating vast libraries of scraps and scribbles of information in the hope of turning them into currency with which to buy favor with the Ekon nobles, Vulkod enforcers, and other Cauldrons.

Stereotypes

Brotherhood of St. Paul's Stole
Librarians! Asking questions. So many questions. Smell like charcoal and paper. They do not fear us; see us as experiments. Puzzles to solve. They don't fight much; easy to feed from. But their Faith burns even in their blood. Best to stay away. Hide away. Though they will give away secrets they don't know are secrets, if you make them feel sorry for you. And they are always sorry.

The Guard of Priwen
They hunt us. Kill us. With fire and blade and bullets. Best to make them think their hunting is successful. Run from them; act frightened. They think themselves so heroic. Lead them into the dark places. The places where the rest of the Cauldron waits. Force them to tell you where the rest of their kind sleep before draining them dry. Then bait the next one.

The Ekon
They have their fancy clothes, Their fancy faces. Some feel sorry for us; some help us. Most hate us. None of them like seeing the truth of themselves in what we are. But they have the power, and the money. We have the shadows, and the information they do not. They don't like getting their hands dirty, while we live in it. That's worth something to them. And we'll use it.

The Vulkod
Dogs. They think their size makes them big, but they are all fearful. Fearful of themselves; what they know they will become. Once they go gray they know they need help, and run to the Ekon. Some run to us when they can't look human anymore. We take them in, if they behave; kill them if they don't. They will never be Skal.

Vulkod

Four explorers of the Brotherhood found proof in Siberia that Vulkods were a lupine type of vampire; we considered these creatures to be linked to the mythological werewolf. Now we know it is not true.
-Usher Talltree

Bestial in both size and aspect, the bloodline of the Vulkod are at once both a fearsome and pitiable race of creatures: overwhelmingly powerful, yet nearly as seperated from the mortal world as the Skal due to their inborn inhumanity.

One of many rare and uncommon mutations of Vampire, the Vulkod originated in the frigid Siberian tundra, where nature is unforgiving and survival is achieved by any means necessary. Naturally exhibiting traits akin to wolves and other canines, the Vulkod were originally thought to be werewolves until their Vampiric kinship was determined. Enterprising Ekon imported members of the bloodline to civilization, for use as bodyguards and enforcers.

Though many of the Vulkod revel in their positions of fear and power, they know too well just how beholden they are to their betters for shelter and the comforts of modernity. Were it not for their Ekon masters, they would most likely meet the same fate as the Skal, having to skulk in sewers and darkness to avoid the sun and mortal detection.

But to their baser instincts, the fine clothes and modern amenities may as well be a gilded cage. For the beast within is always straining to break free.

Appearance: Vulkod are as conspicuous a bloodline as the Skal for moving through the mortal world. Upon embrace, a new born Vulkod's human body will immediately begin to shift and grow in an excruciatingly painful metamorphosis. As well as becoming an enlarged version of their former self, their skin takes on a wholly unnatural pallor of grayish obsidian, all body hair turns shock white, and their feet stretch into clawed paws. From that moment and forward, a Vulkod exists on a precipice of further transformation and degeneration, the more their sense of Humanity slips away.

For, if given over entirely to bloodlust or madness, a Vulkod's final destination is to become a near mindless, ravenous beast of folklore and legend, likely to be put down as a rabid dog.

Elsewise, while still passingly human, many Vulkod prefer the finest clothing their Ekon Masters can afford to have custom made for them.

Background: Unless they are the result of a feeding gone awry, new born Vulkod are carefully selected for their martial skill, as well as their knowledge of the shadier sides of the territory in which they lived. But this selection is almost always made by the Ekon or Ekons who control the would-be Maker. It is the rare Vulkod who finds a way to subsist without gaining the patronage of an Ekon. The unavoidable difficulties in living among mortal society practically

necessitates that they have a sponsor, lest they be forced to fend for themselves.

Character Creation: As bodyguards and watchdogs, Vulkod are prized for their Physical Attributes, and thereafter are expected to at least know how to behave themselves in Social settings. Given their overall purpose to the Ekon, Skills are favored, most especially Melee and Larceny; but Talents are as well important, as Intimidation and Streetwise very often come into play when navigating the night-shrouded streets.

Weakness: Bestial

The unlife of a Vulkod is not an easy one. First, Vulkods have an Appearance rating of Zero, which cannot be raised; they are too alien to ever be seen as anything other than monsters by mortals and Vampires alike.

Second, every time a Vulkod frenzies, he takes on more and more feral personality traits. Work with the Storyteller to assesss how these manifest in effect both in roleplay and social rolls.

Lastly, if a Vulkod descends to Humanity 3, they will then transform into a nearly mindless, hulking, werewolfesque creature of pure savagery and instinct. Vulkod at this stage retain little if any sense of their original personality or memories, and will likely end up being hunted and killed to preserve the myth of Vampires.

Advantage: Monstrous

A Vulkod immediately gains the benefits of the Merit "Huge Size" (V20 pg. 480): growing to approzimately 6' 10", and at about 300 lbs. (i.e. over 2 meters tall and over 130kg). As well, you gain an additional Bruised Health Level, and may receive bonuses to pushing objects, opening barred doors, being knocked down, etc. at Storyteller discretion.

Organization: Vulkod generally do not socialize with one another, unless two or more are beholden to the same Ekon, or encounter each other regularly at Ekon gatherings. Being both territorial and (if sometimes only grudgingly) loyal to their patron, most Vulkod assess each other in terms of

who another serves: a Vulkod in service to a high-ranking Ekon will effectively carry that same status amongst other Vulkod and, accordingly, a low status patron will be a point of disdain among their own kin.

This division of servitude and vicarious standing is essential for the Ekon to maintain within their enforcer class. For if the Vulkod ever did seek to ally with one another against their Masters, it would be catastrophic for all involved.

Stereotypes

Brotherhood of St. Paul's Stole

Heard about them. Never met one. The boss says they're a gaggle of priests and scholars and accountants and that shite. As long as they don't get in my way they can chase all the ghost stories they want.

The Guard of Priwen

Tough bastards, I'll give them that. By themselves they're about as threatening as an anrgy farmer with a shotgun and some military experience. But they're almost never alone, and they've been trained well to work in teams. If they get the drop on you, you've got a world of problems. If you get the drop on them, divide and conquer.

The Ekon

We need them. Hard to tell if they need us as much. My...benefactor - I will not call her Master - makes sure I have a roof over my head, tailored clothes on my back, and plenty of blood in my belly. Payment enough to crack a few skulls when tasked with it. If she ever got tired of me, though...

I know one bloke who did wrong by his benefactor. Lost everything. I hear he ran to the sewers...and doesn't look much like he used to anymore.

The Skal

The slime under my boot. I might be a tall, dark monster but at least I have the self-respect to bathe occasionally. The rats are more a walking threat to alerting humans to our existence than I am. They leave messes everywhere, and it's me and the other Vulks that eventually get ordered to clean them up.

I'd be more than happy to rip them all to shreds.

The Mortal Concerns

The early 20th Century saw the end of the Edwardian Age and the beguinning of the Modern Era; a time when folklore and spirituality gave ground to science and technology. A time when mythological thinking and beliefs still had a foothold among the common man, but one quickly crumbling against the onslaught of reason and industrialization. This is where the mortals in the world of Vampyr find themselves.

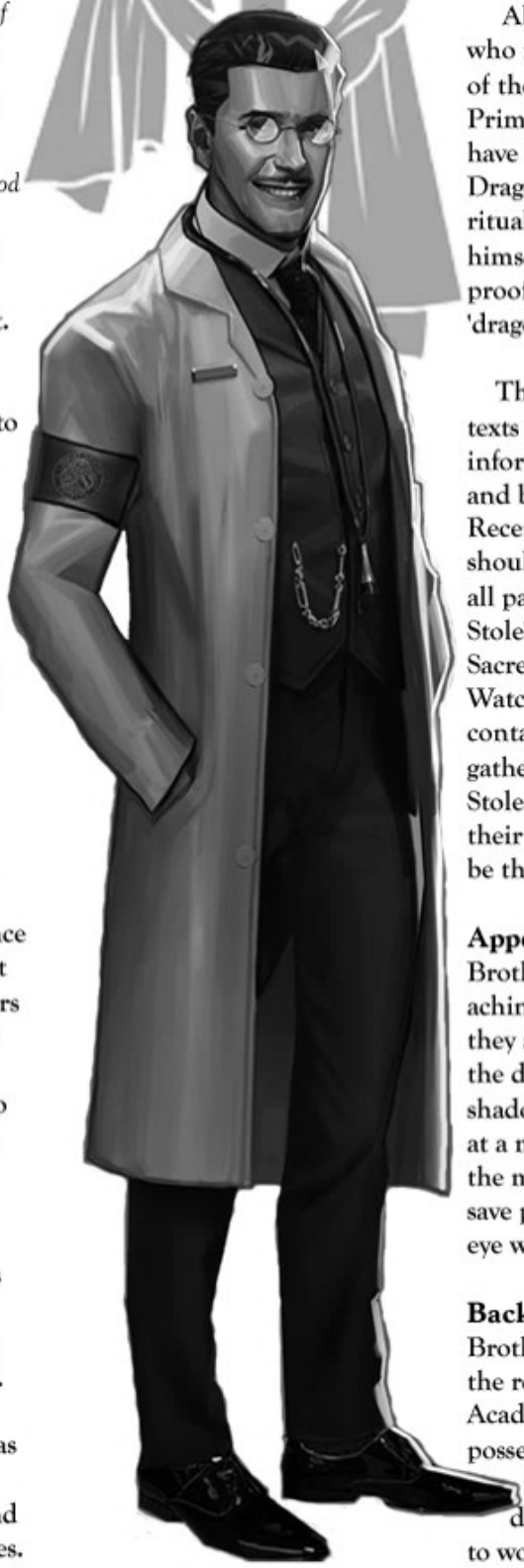
Though much of the human population sees Vampires as little more than legend, fantasy, and fodder for pennydreadfuls, the truth is out there, and some people know it.

In the world of Vampyr, and specifically within the British Empire, there exist two organizations of mortals who each share a common target of their activities, but with diametrically-opposed goals in mind: The Brotherhood of St. Paul's Stole, and The Guard of Priwen.

Unless stated otherwise in each group's profile, character creation of a member of either organization should follow the standard rules for creating Mortal PCs from The 20th Anniversary Edition of Vampire: the Masquerade.

THE BROTHERHOOD OF
St. Paul's Stole

Blessed by the Sacred Stole, the bravest of our Watchers even dare to approach and contact vampires to interview them and gather intelligence at the source. We still have so much to learn, and to discover.
-Usher Talltree, Primate of the Brotherhood



The name of the Brotherhood of Saint-Paul's Stole comes from the mythical figure of Paul Aurelian (lat. Paulinus Aurelianus), the great Welshman evangelist of the 6th century. Paul Aurelian is supposed to have died in 575 at the age of 140 years, and was one of the seven founding saints of Brittany. According to the legend, Saint Paul Aurelian used his sacred stole as a leash to tame a ferocious dragon, and then cast the terrible beast into the sea. The Saint is long gone now, but the Brotherhood keep his Stole as a precious relic.

Sometimes referred to as "The Brotherhood", or even "The Stole", they are a secret society of scholars who observe and identify the presence and activity of the vampires in Great Britain. The lowest ranking members are known as 'Watchers', and vow to express a neutral attitude toward vampires. They believe themselves to be useful guides for immortals who are sometimes tempted to fully unleash their appetites. They postulate that vampires are not inherently evil, as over the centuries they have witnessed that some vampires are able to transcend their predatory nature to protect mortals. Great mythological or historical figures, which have been identified as vampires, proved that enlightened immortals might agree to protect and guide mankind through difficult ages.

Above the Watchers are the Legates, who represent the authority of the leader of the Brotherhood, known as the Primate wherever they go. As such, they have the right to call for the Ban of the Dragon: an ancestral and mysterious ritual only known by the Primate himself, used when the time comes, and proof has been gathered that another 'dragon' must be cast into the sea.

The gathering and study of ancient texts are their main source of information for understanding the origin and behaviour of the immortals. Recently, it was decided that the Legates should be allowed to travel and explore all parts of the world, to expand The Stole's field of researches. Blessed by the Sacred Stole, the bravest of their Watchers even dare to approach and contact vampires to interview them and gather intelligence at the source. The Stole still have so much to learn, and their journey may never end. That may be the greatest beauty of their task.

Appearance: Members of The Brotherhood come across as almost achingly ordinary. And that is because they are. Save for their secret awareness of the dark powers that rule from the shadows, you would never know to look at a member that they are the stewards of the most arcane of secrets and knowledge, save perhaps for a knowing glint in their eye when there is a bloody mystery afoot.

Background: Those inducted into The Brotherhood are drawn primarily from the realms of Science, Medicine, Academia and Theology. They must possess a boundless curiosity and the most iron-clad of loyalties, while also demonstrating the courage necessary to work toward's The Stole's interests.

Character Creation: Barring some very odd event, all members of the Brotherhood are human, and thus basic human character creation rules apply. And as might be expected, The Brotherhood highly prizes those with acute Mental Attributes, and revere a focus on Knowledges. While Occult mastery is certainly welcomed, a focus on Academics as well as Finance can also be invaluable tools in tracing the history of Vampiric activity, as well as following the money to its true sources.

Weakness: Insatiable Curiosity
The members of the Brotherhood are very much chosen for posessing - and afterwards further instilled with - a need to seek answers, and to derive further questions from those answers in the pursuit of understanding the nature of vampirism. This institutional drive can often override an otherwise brilliant mind of its good sense.

System: Through roleplay, a member of St. Paul's Stole will find it difficult not value the possibility of a making discovery or pusuing an investigation regarding vampires over most other ordinary concerns. And should it become relevant during gameplay, a member of the Brotherhood must make a Willpower roll at difficulty 8 to resist the temptation to, for example, follow a pair of mysterious figures into a dark alley on the possibility that a vital whisper of information might be overheard.

Advantage: Occult Library
The Brotherhood has accumulated vast stores of mystical knowledge over their many years. Such a library might consist of books, scrolls, carvings and other artifacts informing (or purporting to inform) of all things vampiric, or peripherally supernatural. The Brotherhood maintains stores of such information in various locales across the globe, and as long as a character has physical access to such a cache they may reap its rewards.

System: A Brotherhood member receives one free dot of this Background at Character Creation. This Background is exclusive to the Brotherhood, and either reflects the extent of the local library's collection, or the character's permitted access to it.

Whenever the player needs to make a roll involving the Occult Knowledge and the character has the opportunity to consult the library, she may call upon this Background to help her. While this won't be of much aid if the

character is held prisoner or visiting a foreign city, if the character is in her own library or laboratory, the information may prove invaluable.

* +1 die to Occult dice pools

** +1 die to Occult dice pools, -1 to Occult difficulties

*** +2 dice to Occult dice pools, -1 to Occult difficulties

**** +2 dice to Occult dice pools, -2 to Occult difficulties

***** +3 dice to Occult dice pools, -2 to Occult difficulties

Stereotypes

The Guard of Priwen

Our lost and angry bretheren. While their intentions may be honorable, and their methods sometimes necessary in the most dire of instances, it is the breadth of their fury and lack of quarter which will forever divide us. They would put to the flame even out own salvation if it happened to be wrapped in the veil of darkness! Revelation demands an open mind, not a closed fist.

The Ekon

The aristocracy of vampiric society, both in function and reputation. But this notion seems tenuous at best, maintained only by their gift of visible and conversational mimicry of humans. In polite company they are worldly and urbane, yet we must always be vigilant against their outward charm, for it is wholly a facade.

The Skal

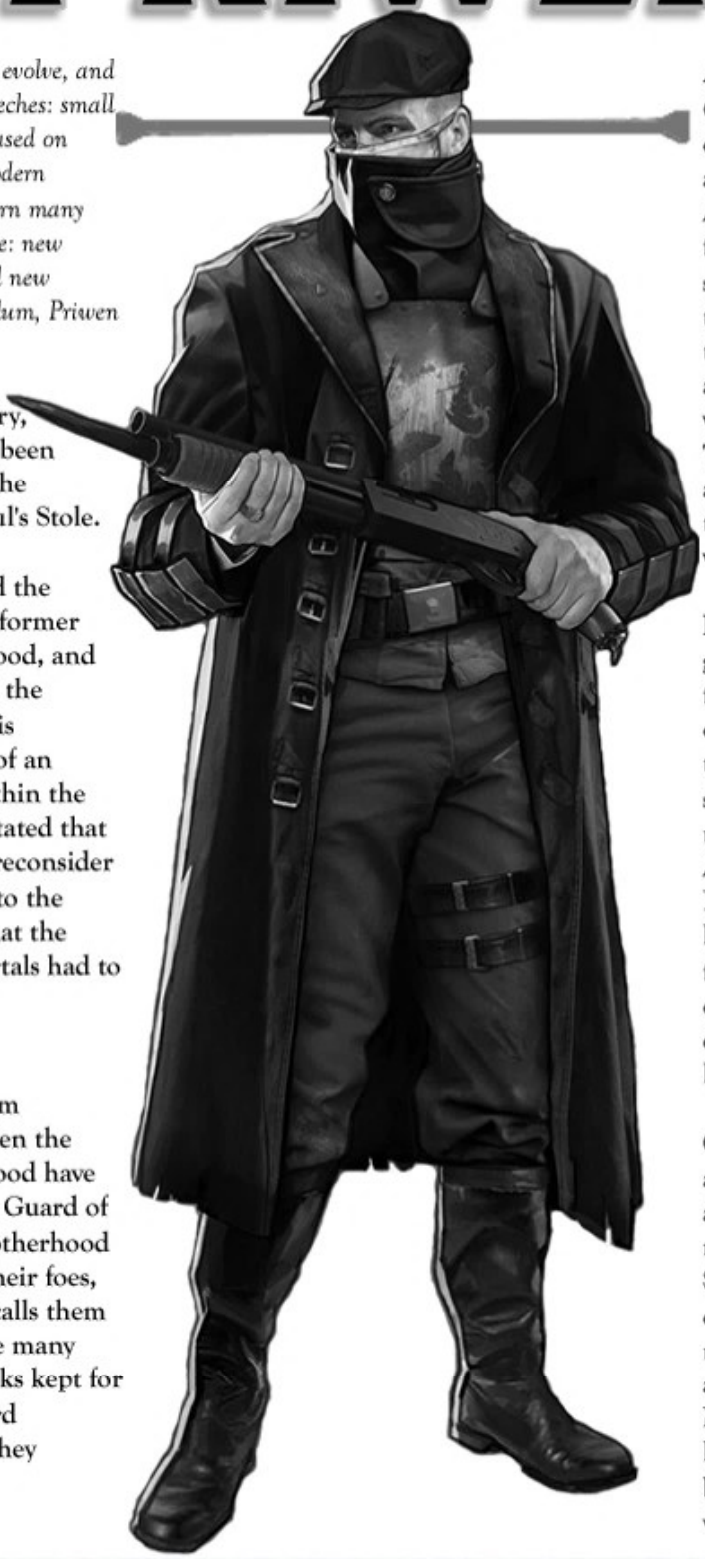
It is uncertain as to what produces a Skal, but present theories assess them as effectively 'birth defects'. Their true origins remain shrouded by time and rumor. It is assumed that the majority are the result of half-successful (or half-failed, I suppose) attempts at Ekon creating progeny. And yet a Skal can make another Skal. So, are they all examples of blood degeneracy? Or is a pure lineage mixed within them?

The Vulkod

Rare and monstrouns beings. They are difficult to assess, let alone approach. It is unknown if their physical appearance is attained immediately upon embrace or if it is a gradual transformation. And it is unknown if they can ever be saved from the beasts they can eventually become. If we could capture one...

THE GUARD OF PRIWEN

[T]he Guard of Priwen must evolve, and deploy new tactics to hunt leeches: small and mobile patrols, tactics based on technological advantages, modern communications. We can learn many things from the war in France: new strategy, new equipment, and new weaponry. - Geoffrey McCullum, Priwen Leader



For more than a century, the Guard of Priwen has been a dissident faction from the Brotherhood of Saint-Paul's Stole.

Kendall Stone founded the Guard in 1801. He was a former Legate of the Brotherhood, and long-standing member of the Brotherhood Council. His departure was the result of an irreconcilable dispute within the Council, when Kendall stated that the Brotherhood had to reconsider its non-violent approach to the study of vampires, and that the eradication of the immortals had to be the ultimate goal of Brotherhood research.

Since the terrible schism occurred, relations between the Guard and the Brotherhood have always been difficult: the Guard of Priwen considers the Brotherhood as traitors, and allies of their foes, while The Brotherhood calls them thieves and zealots for the many ancient and precious books kept for centuries which the Guard destroyed or stole when they departed.

Appearance: Members of the Guard practice a discipline and operational tempo that parallels an elite militatry force. Accordingly they are physically fit, keep their hair short or shorn to mitigate grabbing by the claws of predators, and once the sun begins to set are almost always armed with a blade and a wooden stake at minimum. They as well carry a wary air about them, as they possess a truth that most of the rest of the world would never believe.

Background: The Guard will generally recruit current or former members of the military or law enforcement whenever the opportunity arises, as this saves on the specialized training necessary for stalking vampires. And despite their split with The Brotherhood, the Guard has not lost all sense, and as well recruits from the realms of academia and occult circles. For in order to defeat one's enemy you must know and understand them.

Character Creation: Physical attributes and martial Talents are highly prized among the militant Guard. Survival, Streetwise and Occult are also exceedingly valuable in navigating the nighttime streets and in tracking their prey. Maintaining Contacts within the local government is also key to being alerted to possible vampiric activity.

Weakness: Zealotry

The Guard of Priwen is fueled by the stalwart belief that the only safe world is one in which Vampires have been utterly eradicated from existence. The carnage and terror the members of the Guard have either seen or have heard tales of is enough to justify whatever means are necessary to see to that end. Consequently, the Guard possess a collective, ravenous zeal for fighting the dark powers whenever they are encountered.

System: Whenever a member of the Guard is faced with a Vampire or their ilk, or comes across something they perceive as a clue to vampiric activity, the must make a Self-Control roll Difficulty 8. Success means the character may stave off from acting for a scene or a round, whichever is applicable. Failure means that they will immediately attack and/or set out to track down whomever or whatever it is that crossed their path in order to eliminate the threat, whether that threat is real or imagined.

Advantage: Armory

The Guard have leveraged the knowledge stolen from the Brotherhood - and that which they have collected independantly - to help maintain caches of special equipment and weaponry made for the hunting and elimination of Vampires. A given city may have several of these stockpiles hidden in various places: a dingy locker in a train station; a steamer truck hidden in the basement of a pub. The locations of these supplies is relatively well-known to the Guard, but it's nearly impossible to know what might be stored within on any given night.

System: Once per in-game week, a member of the Guard may declare they are visiting an Armory supply cache (which may become a story unto itself). Upon arriving at the cache the player rolls a d10, the result of which informs the Storyteller the extent to which the cache is stocked, each level of success being a cumulative of the quality of items listed in the levels previous:

1-2: Simple weapons and tools; knives, a stake, a wooden cross

3-4: One or two revolvers with several boxes of bullets; a crossbow and bolts

5-6: A shotgun loaded with standard buckshot, and a box of extra shells

7-8: A semi-automatic pistol with extra ammunition; two flashpowder grenades

9-10: Two chemical grenades; a blessed silver cross; phosphorous ammunition for both shotguns and pistols.

Organization: The Guard maintain a cell structure of various teams scattered throughout the city, each operating somewhat autonomously in order to maintain operational security. Since Vampires can control minds, no single member of the Guard knows everything about all cell activities. However, there is a hierarchy, and the Guard always defers to an overall commander who rises to the top of the Guard's respect through their heroism and honor.

While there are no official ranks within the Guard per se, a member is usually branded as a Rookie, Cadet, Gunner or Executioner due to either their tenures, deeds, or specialty.

Stereotypes

Brotherhood of St. Paul's Stole

The dust of aged scrolls has dulled their reason and blinded them to the truth. Fascination with the Leeches drifted from cold clinicality to nigh-on collusion long ago. And while we may pity or even empathize with their intentions, they come closer to becoming our outright enemies with each passing night. Their assistance may be useful if offered, but always sup with a long spoon. The hand that guides them may not be their own

The Ekon

Our most difficult prey, for they possess a near-perfect camoflauge. But their irises and their skin are often just a shade too pale; their movements...smoother, somehow. It is subtle. But the most obvious warning signs are in their habits, of course. Who do they keep company with? Are they ever seen during daylight hours? This requires dedicated observation and verification. For if you misidentify one, you risk being not a warrior, but a murderer.

The Skal

Only slightly less difficult to identify than the Ekon. Monster, or simply an unfortunate soul? But once confirmed, lash out at them with all the fury you can muster, for they are the ferals of their kind and will show you no quarter, and you mst respond in kind. But be wary of your surroundings, for they often travel in packs.

The Vulkod

If by some gnat of a chance you find one, it is likely already too late. But if luck smiles upon you, back away and seek reinforcements, if not make an outright retreat. These behemoths are the most dangerous things in the dark.

Gatherings of the Blood

The dangers to one's unlife - whether mortal, natural, or mystical - far outnumber any one Vampire's ability to mitigate all risk to a prolonged existence. And if one hopes to survive the night with more than one predator around, wisdom says there is always strength in numbers.

In the Vampyr setting, and especially in the urban sprawl that is 1900s London, Vampires are social creatures by necessity. Even the most lowly Skal is glad and happy to find anything resembling safe haven or refuge from the cold and terrifying prospect of an immortality undetaken in solitude.

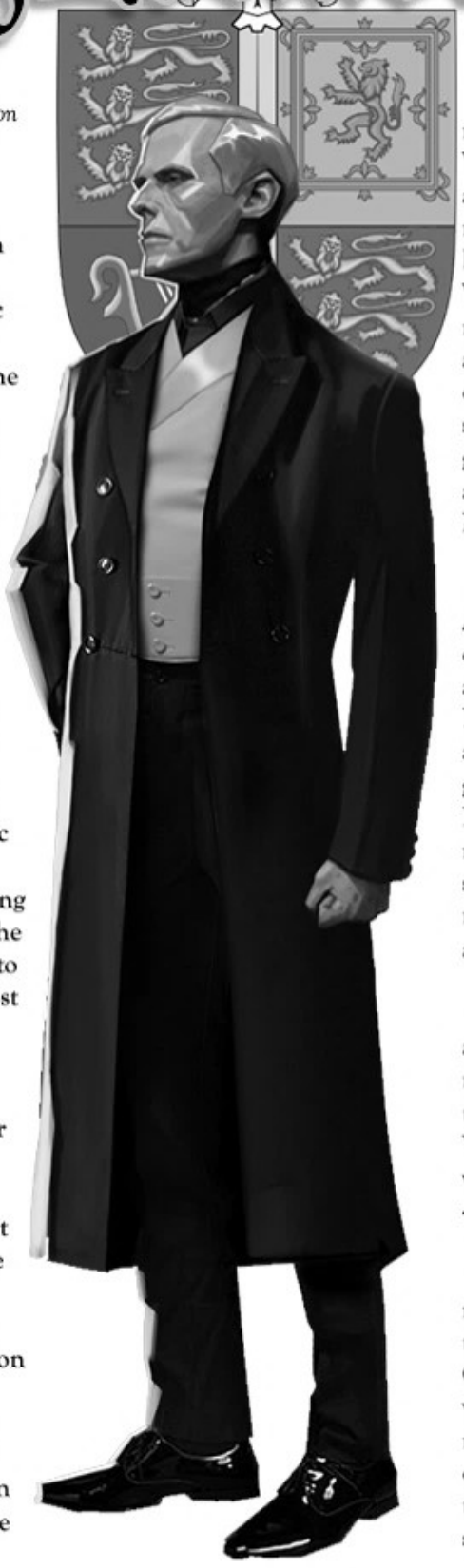
And certainly, if temporal power or influence is what causes the blood of any ambitious Ekon to quicken, then sooner or later they will find themselves running headlong into the agendas and machinations controlled by another of the Blood. The only question is, will you take on the challenge alone, or will you have the weight of a pack of loyal followers at your back?

In Vampyr, the undead often form associations not purely on the basis of a shared bloodline, but rather are often unified by a common belief or purpose; wether that be political, philosophical, spiritual, or a combination thereof.

While informal groupings for mutual protection are relatively common - such as the Skal Cauldrons - Vampiric organizations with defined warrants of purpose and custom are far more rare. Two of these which depicted and described in the Vampyr setting and described herein are the prestigious Ascalon Club, and the barbaric blood cult known as The Druid Order.

The Ascalon Club

The Ascalon Club is an association of gentlemen secretly aiming for the protection of the Crown's interests.
- Lord Redgrave



Founded in 1837 at the very birth of the Victorian Era, the Ascalon Club charged itself with one specific yet many-faceted purpose: to see to the protection and furtherance of the interests and might of the British Empire. To this end its leader, Lord Redgrave, the Earl of Bristol, inducted only the most capable and loyal of the Empire's subjects; both Vampire **and** mortal alike.

In a drastic and, many argued, foolhardy break from common practice, Redgrave determined that the ultimate welfare of the Empire would depend on maintaining control from both the shadows and the sunlight; that revealing Vampiric truths to the most wealthy and influential mortals and then tempting them towards the Club's goal with the promise of immortality - a promise to be fulfilled...eventually - was the most efficient path to ultimate success.

In addition to its elitist requirments for membership, under Lord Regrave the Club is as well a 'Gentlemen Only' affair, with Redgrave viewing females of any sort as inherently too emotional to make reasoned decisions.

With its exclusivity among the Ekon of London, its use of Vulkod as enforcers, and the carrot-and-stick method of controlling the rich and royal of the British Isles, the Ascalon Club is a formidible force among the Vampires of London.

Members of Ascalon are first strictly male, and then almost entirely Ekon. Whether the Vulkod who act as servitors and muscle for The Club are considered members or merely 'valued associates' has always remained fairly nebulous. Whatever the case, no matter how a member may carry himself on the average night within the confines of his own affairs, when he arrives or is summoned to the Redgrave estate for a gathering of Ascalon he would be well-advised to come beahving his very best. Manners, as it is said, maketh man.

As of 1918 the headquarters of The Ascalon Club was situated within an estate owned by Lord Redgrave; a solid and handsome edifice resting within London's West End. It was, both literally and figuratively, a clubhouse for the groups meetings both social and formal. It was also a place of refuge where members could enjoy the insulated solitude from the outside world and recline in the luxury and atmosphere of an idealized Empire.

For all its other purposes, the club was as well established in both honor of and memorial to William Marshall, hero of the Empire and known as the fabled Vampire Knight. In addition, Marshall was the Maker of Lord Redgrave himself - as Redgrave tells it, at least.

An urn said to contain the blood and remains of William Marshall is perhaps the most sacred artifact possessed by Club; swearing oaths upon this urn is a vital part of the induction ceremony of new members, and is a centerpiece for other of the Club's rites and rituals, though all of these are considered wholly secular rather than religious.

Organization: The Ascalon Club operates as a networked conspiracy of Vampires, highly-placed mortals, and their combined web of contacts and spheres of influence throughout the British Empire. The central hub of this conspiracy is The Club itself, its Inner Circle and, at the center, Lord Redgrave.

New recuits to The Club are recommended to the Inner Circle through a formal petition. The attributes and potential benefits the candidate would bring to The Club are carefully weighed. A period of covert observation and vetting of the individual is common; if the candidate is mortal such investigations are mandatory to determine worthiness.

For even though discretion over the existence of Vampires effectively evaporates once a mortal becomes a member, it is still of utmost importance to have such a secret maintained. The chance a mortal member may one night become an immortal is a hefty incentive to remain silent; the Club's habit of as well gathering intelligence on its members that might one day be used as blackmail is also helpful.

Weakness: Compulsory Obedience
The prestige and access to power that comes with memberhip in The Ascalon Club as well comes with a price, and that price is the kind of loyalty and deference becoming of a subject of the shadow Empire that is Ascalon.

When a member of The Ascalon Club assigns a member of lower standing in The Club to undertake a task on behalf of The Club - however dubious that claim may be - the member of lower must obey to the fullest extent possible. To resist or object to such a request under the pressure of status and standing requires a Willpower roll difficulty 9. Even if successful on such a roll, the likelihood that such disobedience will go unpunished is miniscule at best, and one's standing in the club will be certainly be put at risk without a decidedly convincing argument.

Advantage: Privileges of Membership
Simply becoming a member of Ascalon is a great benefit in and of itself. But once you are within the secret society, a whole new hierarchy becomes available. And climbing that ladder has a great many fringe benefits.

A character automatically receives one dot of Ascalon Status upon being accepted into The Club. Once per story, a member may access a pool of Resources equal to that of their status in The Club. As well, Social rolls between members of disparate standing provides extra dice to the superior. For example, a Status 2 vs a Status 3 would provide the Status 3 member +1 dice in all Social rolls against the Status 2 member.

* Neophyte
* * Patrician
* * * Luminary
* * * * Princeps
* * * * * Inner Circle Member

The leader of The Ascalon Club exclusively possesses a virtual sixth dot of Status.

Stereotypes

The Guard of Priwen

There have always been hunters, and for the most part they are an annoyance; easily avoided or just as easily duped into committing crimes that have them arrested and discredited. Priwen are an often annoying exception. Well-led, well-trained, they have given us pause. However, they have been extremely useful tools in eliminating enemies of The Club while keeping our hands clean. If you must use them, do so carefully.

Brotherhood of St. Paul's Stole

An odd but sometimes helpful band of librarians, they seemingly desire to be the modern day bards of our knightly endeavors. But do not let their gentle demeanor fool you, for they have enough lore with which to do us all great harm; whether they employ it or it falls into other hands that do so. Tell them little; their iomaginations will fill-in the empty spaces and create insulation.

The Druid Order

Rarely do we speak of these barbarians, lest the very utterance drift into common chatter and bolster their already mythic status. They operate in direct opposition - not only to the aims of Ascalon - but against the very balance that protects us from discovery and slaughter by the mortal world. If a coven of these blood cultists should ever make its way into the Empire proper it must be burned from the earth and the ground beneath their ashes salted. The Druid cannot be allowed to thrive, for all of our sakes!

The Ekon, The Skal, & The Vulkod

The Ekon are our hope, the Skal are our shame, and the Vulkod are our dogs. Beyond that is but philosophy.

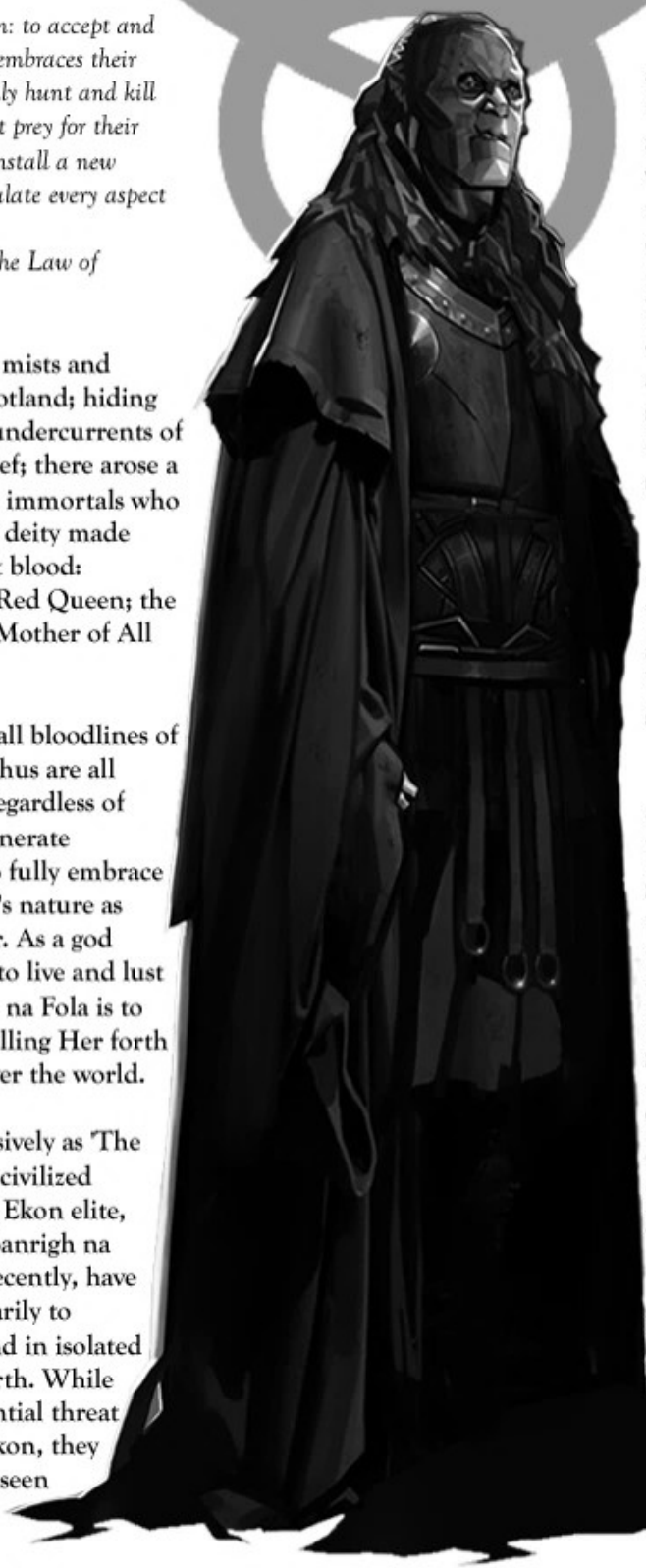
THE DRUID ORDER

Look at what they claim: to accept and welcome any Skal who embraces their faith and belief; to openly hunt and kill mortals, for they are just prey for their legitimate appetite; to install a new religion supposed to regulate every aspect of immortal life.
- Lord Redgrave from 'The Law of Ascalon'

Across the distant mists and stalwart valleys of Scotland; hiding for centuries in the undercurrents of Celtic ritual and belief; there arose a faith among a sect of immortals who worshipped a female deity made entirely of the purest blood: *Banrigh na Fola!* The Red Queen; the Blood Goddess; the Mother of All Vampires.

From Her flowed all bloodlines of the immortals, and thus are all Vampires brethren regardless of shape or form. To venerate Banrigh na Fola is to fully embrace and revel within one's nature as a predator; as a killer. As a god among mortals. For to live and lust and hunt as Banrigh na Fola is to inch ever closer to calling Her forth once more to rule over the world.

Referred to dismissively as 'The Druid Order' by the civilized scholars of London's Ekon elite, the worshippers of Banrigh na Fola, up until very recently, have been relegated primarily to Scotland, Ireland, and in isolated covens in the far North. While considered an existential threat by informed elder Ekon, they have otherwise been seen as a fringe concern, or a mere rumor.



But since the Disaster of 1918, tales of an appearance by The Red Queen during the chaos has stoked the fires of belief among the Order, and the stories have as well been a powerful rallying cry for new members to join the sect. As well, the culling of London's Skal during the latter nights of the Disaster - believed to have been undertaken by the aristocratic Ekon - have made the idea of a faith that accepts and elevates all Vampires of any stripe as equals has become an intoxicating offer of safehaven to survivors; Skal, Vulkod and Ekon alike.

Now, The Druid Order has found its first real foothold within the city of London, and thier rituals, practices and sense of community is destined to become a powerful rival to the supremacy of Ascalon.

The faithful of Banrigh na Fola can be found from among any of the Vampiric bloodlines, which is one of the sect's greatest advantages. The Order does not require its adherents to sport any particular kind of dress, nor carry any unique sigil. As the number of Vampires in any given coven is so very few, and gatherings of these small cells are a monthly and intimate affair, infiltrating The Order as an unknown is nearly impossible. Robes and icons are reserved for official occasions of worship, ritual and celebration.

Like any religious organization, The Druid Order is centered around declarations and demonstrations of faith. In this case, faith revolves around a belief in Banrigh na Fola: rejecting the ties of one's humanity and treating mortals as nothing more than cattle.

Organization: The Order is divided into small groups of worshippers known a 'Groves', as Druidic faith is intimately tied to both the natural order as well as the strength and mystery of forests. Each Grove has a leader, officially referred to as the 'Chosen Chief' or 'Arch Druid', depending their preferences. Whatever the title, the Leader is responsible for guiding members in the faith of Banrigh na Fola, and overseeing the Grove's rituals and activities.

Once a month, at the height of the Full Moon, all the Groves in a given vicinity gather at the *Nemeton;* a sacred place for meetings, ritual, and festivities. While traditionally a Nemeton lies within a forested area, compromises have been allowed given the strictures of the urban environment for city-dwelling Groves.

It is at the Nemeton on these monthly gatherings that new members to a Grove are inducted, important matters are discussed, and rites of passage and loyalty are performed. Nearly every nenmton meeting concludes with a hunt for sport of a captured mortal or two.

Adherents of the Order can come from any walk of unlife; members of any bloodline may join, so long as they prove themselves worthy of the Blood and demonstrate full devotion to Banrigh na Fola in both word and deed. But unlike the hated Ascalon Club, no mortals are ever allowed knowledge of the Order, let alone membership. The Order may make use of mortal cults as fronts for their activities, but Banrigh na Fola belongs to Vampires alone.

Weakness: Tenuous Humanity
The Order celebrates and encourages its adherents to honor tand embody the mythic example of Banrigh na Fola as hunters; predators; gods of the earth. Humans are but food and the night an endless conquest.

Members of the Order have a difficult time connecting with what remains of their sense of humanity when it comes to questions of conscience. Resisting the natural instincts of an apex predator is, after all, a kind of sin against the Red Queen.

Accordingly, all Conscience rolls pertaining to a question of one's Humanity rating encounter a +1 difficulty.

Advantage: Brethren in Blood
A member of The Order is never

truly alone. Once a character joins The Order they automatically receive a dot in the special Background 'Order Membership'. Further tenure in the Order or worthy deeds may justify advancement in this Background, with Storyteller approval. Dots in this Background may also be used as additional dice in Social contests between members if there is a disparity in Membership ranking; i.e. a 3-dot Member would have +1 dice versus a 2-dot Member.

* Leanabh (Child)
* * Earbsa (Trusted)
* * * Ceannard (Leader of a Grove)
* * * * Gaisgeach (High Warrior)
* * * * * Cearcall (One of the Circle)

Stereotypes

The Guard of Priwen

They are, perhaps, the most excellent hunters among the cattle. For that they are worth of a modicum of admiration, if only for what might be gleaned from their tactics. They are a threat in numbers, but easily defeated if separated from the pack. If you catch one, savor their fear and despair in their defeat, as their righteous fervor gives way to gibbering terror.

Brotherhood of St. Paul's Stole

Useless cattle like all the rest, save for their persistent ability to gather lore and myth of our kind. As humans, they can attain access to things and places we cannot without great effort. As well, some even seek to befriend our kind for the benefit of their research. In the pursuit of the tales and wisdom of Banrigh na Fola, it may be of use to string a few of them along for our own purposes, and then feast on them when they cease being of use.

The Ascalon Club

A gaggle of self-absorbed heretics, more concerned with their next cocktail party and political scandal than they are with truly exultating the gift of their immortality. Still, they are our kin. Attempt to bring them into the fold, as you are able.

The Ekon, The Skal, & The Vulkod

All are our kin, as we are all tied by blood to our Mother. However, those who will not accept the truh of their origins, or worse, actively defy our rites and our faith must be culled in Her name, and their Blood returned to the Great Tree upon the Nemeton of the full moon! There shall we sup upon their essence, and fortify the power of our Queen in the time that is to come.

London 1923

Note: This extrapolation of events occurring after those depicted in the Vampyr game assume a (relatively) pacifist chain of decisions, resulting in the 'best' ending of that story. Storytellers are of course encouraged to alter the following historical 'facts' to fit their preferred outcomes from the events in the game.

In the latter months of the Year of Our Lord 1918, the veil of the Spanish Influenza concealed a rampant and oncoming disaster for the City of London, if not the world at large. A Vampiric plague, spurred forth by ancient curse and maverick science was brought to an end by the barest of margins, thanks to the tender ministrations of one Doctor Johnathan Reid.

A newly born Ekon, sired by an ancient being whose blood fortified him against the terrors of the Vampire plague, Johnathan Reid's actions in those handful of weeks would forever alter the course of the night society of predators in London and beyond. What follows is a chronicle of – five years later – where the city, its bloodlines, factions, and certain personalities reside in the tumult of fate and destiny in the wake of the disaster that almost was.

The City

Keeping to its cultural and historical pedigree, London has pressed onward despite the hardships of catastrophe. The people move on; the factories still churn; and life has begun to resemble something like normalcy again. But it is a time of oncoming change for both the city and the British Empire. In the autumn of the year, the Imperial Conference will convene, at which the various Dominions of the Empire will lobby for their own autonomy in Foreign Policy, severing major threads of control possessed by The Crown. It will be one of the earliest cracks in control of a withering Empire, and is likewise reflective of the condition of London's Vampires.

The Ascalon Club & The Ekon of London

In the wake of the Disaster of 1918, the truth of Lord Redgrave's lineage was laid bare by Jonathan Reid. The 'Earl of Bristol' was no progeny of the legendary William Marshall, but rather of some unnamed and low-born Ekon whose blood was so diluted, no pure Ekon could ever be borne further from Redgrave's veins.

On this revelation Redgrave's place as leader of the Ascalon Club – the secret society honor bound to see to both the success of the British Empire and the maintenance of Ekon supremacy in London – soon fell to ruin. The other prominent Ekon of the city rejected and spurned Redgrave for both his deceit and low-born blood, ejecting him from the Club and leaving him a pariah.

Now lacking the standing, respect, and fear he once enjoyed, Lord Redgrave's former power base of influential mortals and institutions is slowly being eaten away – literally and figuratively – by those who once deferred to his leadership, opening the door for other interests to take hold; namely The Druid Order.

Consequently, the Ekon of London have begun to grow far more tribal, adhering to several competing ideologies that fuel their desires and machinations, rather than the nigh-singular banner the Ascalon Club used to posess.

The Skal

During the Disaster of 1918, the population of Skal rose at an alarming rate in tune with the Vampiric plague that had gripped the city. The majority of these Skal were bred from the Ichor, however, and were far more savage and inhuman than normal Skal were ever known to be. Thus it was a dark blessing that with the final fury of Harriet Jones – the Disaster herself – nearly every corrupted Skal in London met the Final Death.

This near total culling of the Skal population set at ease the minds of even the most paranoid Ekon noble, which only helped fuel rumors that the Ekon were behind the slaughter. But interestingly, once it was discovered that one of the only surviving – and most elder – of the Skal, Old Bridget, was in fact the abandoned progeny of the now disgraced Lord Redgrave, a new page on the Skal began to turn.

Fueled in no small part by spite for Lord Redgrave, certain members of the Ekon elite of London began courting Old Bridget for attendance to their society meetings, and some even offered her and her kind probationary membership in their secret cabals.

Knowing an opportunity when she saw one, for both herself and the remaining Skal population, Old Bridget has finessed several important relationships and favors from the several 'progressive' Ekon, and in the spare five years since the Disaster, certain of the Skal have become an actual players amidst Vampiric society.

Yet this new division between high and low-class Skall presents its own problems...

The Vulkod

Once the prized and status-affirming muscle of the Ekon elite, the Vulkod have experienced a sharp decline in both numbers and appreciation since The Disaster. The death of Fergal Bansha at the hands of a mere fledgling – even one endowed with ancient blood – was seen as an embarrassment not only for Bansha's master, but also for his entire bloodline among the Ekon of London.

But more dire than any bruised egos is the mere practicality of permitting Vulkod to roam the streets at all. In the absence of the Spanish Influenza and the parallel Vampiric plague; with the rise of science and reason over legend and folklore; the lack of being able to operate as a predator under a convenient cover of the piling-up of disease-ridden bodies has had an equal and overwrought backlash: Vulkod are – and always were – far too conspicuous to exist in any meaningful numbers within civilized space and still maintain the myth of the Vampire.

The Vulkod have now nearly replaced the Skal as the most detested bloodline of Vampires. Those few Vulkod that still haunt the halls of civility and have not been driven out of the city, banished into the sewers or killed outright, know that for however many favors they are owed or influence they otherwise wield, their window of safety is quickly closing.

The base appearance of the Vulkod alone is an insurmountable burden; the knowledge that they may devolve even further into mindless beasts causes all Vampires to measure them with wary eyes, eager for an excuse to rid themselves of a walking threat to their collective survival.

What hppens when a species of gargantuan killing machines are all backed into a corner against their former masters can be easily assumed, and all sides know it. It is just a matter of time.

The Druid Order

From the harsh and distant lands of Scotland, a Vampiric religion has been brewing for over a century or more. Centered around the worship of a mythical goddess made entirely of blood, 'The Druid Order' as it is called by its enemies - or *Banrigh na Fola* as its adherents would refer to themselves - have been a point of concern for the nationalist Ascalon for some time.

Espousing the belief that all Vampires are equal in the blood, The Druid Order accepts any vampires who would count themselves believers; Ekon, Skal, and Vulkod alike can be found among their number. The Druid Order believes they descend from a being of pure hunger and supremacy over mortals. They practice blood rituals, make games of hunting humans as tests of skill and worthiness, and revel in their bestial natures.

While still a minor faction in London at present, their 'all are welcome' philosophy threatens Ekon supremacy with the potential of sheer numbers over time, as the outcast Skal and diminishing Vulkod seek belonging and safety.

And with the fall of Redgrave and the fractioning of the Club's power in London, the cult has begun gaining a greater foothold in London's East End.